At least 3 significant observations that emerged through testing and write 1-3 sentences on each.

- Users moved on relatively quickly after reading the pop-up modal in the beginning. They seemed to have understood the game's goal and functions quickly. They clicked on the start game button to start playing.
- While playing the game, the users moved quickly. At times, the seal's movements seemed slow since some users kept clicking on the arrows. The seal does not face left when the user moves it to the left side of the board with the left arrow.
- Users finished the game very quickly. They did not seem to have difficulty collecting the milk bottles. All users finished the game in the 20-second time span.

Address these questions:
- Identify aspects of your project that need to be improved.
  - I think I can improve the project by having Harper (the seal) speak to the user with text bubbles. I think this would improve the project's storytelling and overall experience. Another aspect that I can change is making the game a bit more challenging so users won't finish it as quickly.

- Can users figure out how to navigate/interact with your project?
  - Yes, the users didn't seem to have difficulty with navigating and interacting with the project. All of the users finished the game within the time span of 20 seconds.

- Does the project impact the user the way you want it to? (Does it have the right message or communicate what you want it to?)
  - I feel like the project didn't impact the users as much as I wanted it to. I think I should incorporate more information and storytelling to convey my project's message better. I think I should do this by making Harper a character narrator with text bubbles.

- What modifications need to be made to interactions, visuals, or other elements of the project to make it stronger?
  - I think I will modify the overall user interface to make it more visually appealing. I hope to incorporate a feature where the user can see the ice crack as the timer runs out. I also want to add music and sound effects to my project.

- Plan how you will update your capstone project based on the feedback.
  - Overall, I plan to update my capstone project by adding music and sound effects. I also plan to add more background information about harp seal populations. Another feature that I want to incorporate is having the ice crack as the timer runs out. This would make the game more difficult and fun to play.